

A large, 3D-style number '2' is the central focus. It is tied with strings to three balloons: a light grey one on the left, a dark grey one on top, and a black one on the right. Several cartoon animals are holding umbrellas around the number. On the left, a duck holds an umbrella. Below the number, a rabbit holds an umbrella. To the right of the number, a rabbit holds an umbrella. Below the number, a penguin holds an umbrella. On the far right, a duck holds an umbrella. The entire scene is enclosed in a thin red rectangular border.

**UP &  
ADD'EM™**

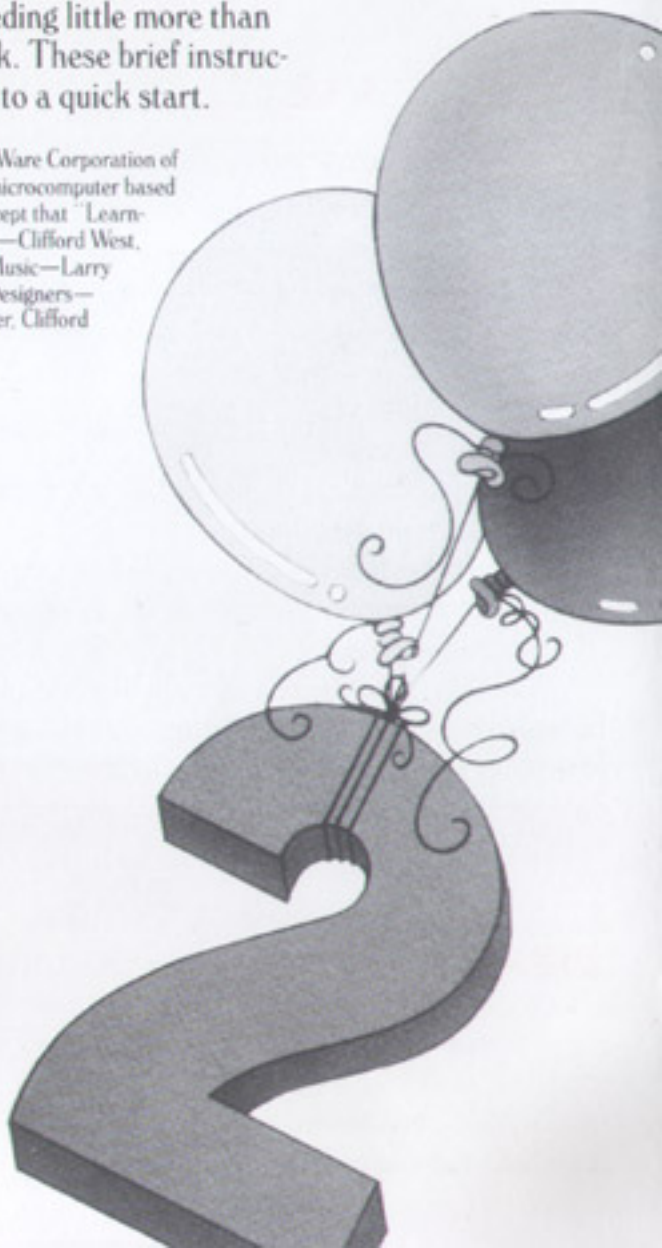
**Fisher-Price™**

## PARENTS

UP & ADD 'EM™ is an introduction to numbers and simple number concepts. With the help of playful animal friends, your child is challenged to identify numbers and the quantities they represent. Colorful balloons, whimsical creatures, and lively music will capture your child's attention and provide hours of fun as they learn!

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions will help you get off to a quick start.


UP & ADD 'EM was created by ChildWare Corporation of Menlo Park, a company that creates microcomputer based software products founded on the concept that "Learning is the Ultimate Game."™ Producer—Clifford West, Implementation—C. William Hicks, Music—Larry Reed, Documentation—Chris Beck, Designers—Chris Beck, Susan Keyes, Steve Snyder, Clifford West, Ramon Zamora.



## HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.

## SELECT A LEVEL



UP & ADD 'EM has 4 levels of game play. Each level can be played with a joystick (or with the computer keyboard). To select a level, use the joystick to move the umbrella up and down the menu (or the function keys). Press the joystick button (or the space bar) to choose a level.

To change a level, use the joystick to move the cursor (or use the < and > keys) to the MENU square at the bottom left corner of the screen. Press the joystick button (or the space bar).

Level 1 is a practice game to help your child become familiar with numbers and sets of balloons. Higher levels challenge your child to combine and match different sets of balloons with corresponding numbers.

## HOW DO I WIN?

Choose the correct sets of balloons to fill in the cloud and build a rainbow. You will see that the animals love the rainbow and hear the music. It makes them dance!

## WHAT DO I DO?

- Choose a number by moving the joystick left and right (or by pressing the < and > keys). Press the joystick button (or the space bar).
- Pick a set of balloons by using the joystick (or the < and > keys) to guide the animal to the balloons. Press the joystick button (or the space bar).

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